L Y S Co

P.O. Box 265,

BUNBURY. W.A. 6230

NEWSLETTER

July/August 1985

You've all been asking when our next newsletter will be published, well here it is at last. This issue of our newsletter is even bigger, with even more hints.

****

HELPFUL HINTS

VZ Inverted

VZ-200
When programming you may sometimes want to input in inverse text:
POKE 30776,10:-enable
POKE 30776,1 :-disable

To type in inverse text on dark background
POKE 30745,1

To reset the VZ type either:-
POKE 30743,1:- This will entirely reset the computer
POKE 30862,249:POKE 30863,0:x=USR(o):- This will only reset any programs stored in the usual position in memory

When using an 'IF ... THEN' statement,the then can be replaced by a ',' and if your variable that you are comparing only needs a value above '0' then the 'THEN' may be left out all together.
eg. IF X GOTO 100

When writing long and extensive programs you constantly need to know how much free memory or string space you have remaining.
Just use:-
POKE 30862,212:POKE 30863,39:PRINT USR(X) '(free memory indicator)

POKE 30862,212:POKE 30863,39:PRINT USR(X$) '(free string space)

Last but not least the 'REM' statement can be replaced by a " ' ",this is particulary usefull on the VZ-200 because you do not need to use a full colon before it (if the 'REM' follows other statements)

Hint by Scott Le Brun

****

VZ Compendium

Here is a list of hints and tricks for Vee Zedders to try.

Speed Programming

(i) Cut down on length of lines in a program. Squeeze everything on one line where possible.

(ii) Use short variable names and include % e.g. A % for a name.

(iii) Use integers rather than real numbers in programs.

This lets you draw up mode (1) screen while printing instructions

Note: Y co-ordinates must be greater than 14.

```
1-99 Print Instructions
100        For T=29184 to 30719: POKE T,0:NEXT
101-199    Set hi-res screen
200        INPUT "PRESS RETURN TO CONTINUE";A$
210        POKE 27890,175
```

The computer (VZ) can really play 64 notes

Type in:

```
FOR T=1 TO 31:SOUND T, 9:NEXT
```

While it is outputting notes press control from time to time.

Colorful hangup is as follows:

```
FOR T= 30688 TO 40000=POKE T, 175:NEXT
```

Click:

```
POKE 30848, 175
```

Colour:

```
POKE 30779, 20
```

This prints all the VZ's functions plus assorted material:

```
FOR T=32768 to 40000:?CHR$(PEEK(T)); :NEXT
```

Miscellaneous:

```
FOR T=30847 TO 40000: ?T:POKE T,175:POKE T, 255:SOUND 1,1:NEXT

SOUND 20,3; 22,3; 18,3; 6,3; 13,3

FOR T=0 TO 255:POKE 27414,T:NEXT


1 MODE(1)
2 POKE 27414,26
3 PRINT INKEY$:GOTO 2

1 MODE(1)
2 COLOR,1:COLOR,0:G0TO 2
```

Press different keys for results

Hints by Brett Meaney

****

VZ Trace

The TRON function makes (when RUNning a program) the line numbers appear on the screen, as that line's function(s) are being carried out. TRON stands for TRace ON.

The TROFF function disables the TRON function. As you may have all guessed, the TROFF function stands for TRace OFF.

TRON	POKE 31003, 173
TROFF	POKE 31003,0

Hint by Michael Glew

****

Commodore 16 functions:

Using CONTROL (Ctrl) and the suitable letter will perform the following:-

CTRL E	-	Changes colour of characters to white
CTRL M	-	Returns the current line
CTRL N	-	Changes to lower case
CTRL Q	-	Moves cursor down
CTRL R	-	Reverse on
CTRL T	-	Delete

When the Commodore 16 is turned ON, you can type PRINT TI$ and this will give the time the computer has been in use since it has been turned on.

Example: 000025 would mean the computer has been on for 25 seconds

Typing POKE 806,103 disables the RUN/STOP key.
Typing POKE 806,101 re-enables the RUN/STOP key.

Hint by Andrew Malloch

****

Free Memory

This will display the amount of free RAM on the VZ:-

POKE 30862, 212:POKE 30863, 39:PRINT USR(X)

Hint by Paul Mauriks

****

3D Amstrad

This routine, complete with demonstration will show you how to print 3D characters on your Amstrad.

Routine:

```
5000 PRINT CHR$(23)+CHR$(3)
5010 TAG
5020 PLOT -2,-2,3
5030 MOVE xpx,ypx: PRINT text$;
5040 INK 3,21:MOVE xpx+4,ypx-2:PRINT tex
t$;
5060 TAGOFF
5080 RETURN
```

Demonstration:

```
10 MODE 0
20 INK 0,6:INK 1,0:INK 2,0:INK 3,22
40 BORDER 13
50 xpx=0:ypx=300
60 text$="Wow! 3D character's"
70 GOSUB 5000
80 STOP
```

Amstrad Width Notes:-

The WIDTH command is used to specify the width of a printer attached to it. If this many characters are output to the printer on a single line a carriage return/line feed sequence is automatically inserted. WIDTH stops your printer overprinting the last column if a line is too long. WIDTH 255 disables the feature - no automatic moving to the next line occurs.

PRINT sends a carriage return or line feed character which forms a part of a string using CHR$(13) or CHR$(10) to the printer without further embellishment. Note that a carriage return/line feed sequence is automatically issued at the end of a PRINT statement, unless it is terminated by a comma or semi-colon.

If the printer being used does not require both carriage return and line feed and you don't wish to change existing PRINT or WIDTH statements, you must intercept the output to the printer at the MC PRINT CHAR jumpblock entry and suppress the line feeds at this point. This program causes line feeds (&oa) to be ignored by the printer.

```
100 MEMORY HIMEM-7                    'SPACE FOR PATCH
110 POKE HIMEM+1,&FE                  'CP &OA   ;CHECK IF LINEFEED
120 POKE HIMEM+2,&OA
130 POKE HIMEM+3,&37                  'SCF
140 POKE HIMEM+4,&C8                  'RET Z    ;IGNORE IF SO
150 POKE HIMEM+5,PEEK (&BD2B+O)       'OTHERWISE PRINT CHARACTER
160 POKE HIMEM+6,PEEK (&BD2B+1)
170 POKE HIMEM+7,PEEK (&BD2B+2)
180 POKE &BD2B,&C3                    'POINT JUMPBLOCK AT PATCH
190 POKE &BD2B+1,&FF AND UNT(HIMEM+1)
200 POKE &BD2B+2,INT(HIMEM+1)/256)
```

Amstrad Light Show

Try this simple program for an interesting effect:-

```
100 GOSUB 1000 :REM **initialize**
110 GOSUB 2000 :REM **draw lines**
120 GOSUB 3000 :REM **light show**
1000 MODE 1
1010 BORDER 0
1099 RETURN
2000 st=200
2010 FOR x=1 TO 319 STEP 16
2020 st=st-10
2025 c=c+1:IF c>3 THEN c=1
2030 MOVE x,1
2040 DRAW 1,st,c
2050 NEXT x
2100 st=319
2110 FOR y=192 TO 1 STEP -10
2120 st=st-16
2125 c=c+1:IF c>3 THEN c=1
2130 MOVE 319,y
2140 DRAW st,1,c
2150 NEXT y
2999 RETURN
3000 c=1:i=2
3030 INK i,c
3040 c=c+1:i=i+1
3050 IF c>25 THEN c=1
3060 IF i>3 THEN i=1
3065 FOR k=1 TO 100:NEXT k
3070 GOTO 3030
```

VZ Auto

The following is an auto line numbering program and starts at a high number so it doesn't get in the way of your main program. This is the listing:-

```
60000 REM SET STARTING LINE NUMBER
60010 INPUT "STARTING LINE NO";SL
60020 POKE 30946,(SL-256*INT(SL/256))
60030 POKE 30947,INT(SL/256)
60040 REM SET THE INCREMENT
60050 INPUT "INCREMENT BETWEEN LINE NOS";IN
60060 POKE 30948,(IN-256*INT(IN/256))
60070 POKE 30949,INT(IN/256)
60090 REM SWITCH ON THE AUTO
60100 POKE 30945,1
```

This little piece of information is changing the background colour. To get black writing on a light green background (which is the colour when you turn the keyboard on) type the following:-

POKE 30744,0:COLOUR,0

To get black writing on an orange background type the following:-

POKE 30744,0:COLOUR,1

Hint by M. Downie

****

Commodore BASIC 3.5

C-16 and Plus/4 owners should receive the first half of the BASIC 3.5 memory map, reproduced courtesy of Paul Blair and Commodore magazine.

If you own a Commodore and do not find it with this newsletter, please inform us.

****

HALL OF FAME

Well, its been a busy few months on the game scene with many high scores being obliterated.

ARCADE

Game	High Score	Record Holder
City Blitz	17,720	B. Dorlandt
Little Packer	36,830	B. Dorlandt
Beat the Bug	755	B. Dorlandt
Caverns of Venus	4,250	S. Seifert
UFO's	150	
Mousetrap	600	

GAMBLING

Russian Roulette	$1,300	D. Gnafakis
Slot Machine	$11	B. Dorlandt

ADVENTURE

Adventure	Master Adventurers
The Enchanted Princess	D. Sprunt
The Last Sword	B. Dorlandt
Adventure Tape One	P. McDonald

It is to be noticed that S. Seifert's score of 4,250 on Caverns of Venus is the highest score possible on Version 2.0 of the program. B. Dorlandt is also to be congratulated on dominating the high score table.

If you break any of the above high scores, please send us your name, address, the name of the program you achieved the score on, and of course the score. Please include the signatures of two witnesses along with a large stamped, addressed envelope. All high score holders will receive $5.00 towards the purchase of their next program from LYSCo.

Adventurers can enter the Hall of Fame. If you complete any of our adventures (without cheating) please send us the relevant details along with two witness' signatures and a large stamped addressed envelope. The first person to complete a particular adventure will receive $5.00 credit with us and receive the title "Master Adventurer". However, anyone who completes an adventure whether or not they are the first, will join our Hall of Fame with the title "Apprentice Adventurer".

Version 2.0 Software

It seems that there has been some confusion about why a couple of our programs are marked "Version 2.0". This means that it is the second version of that program to be released. It has nothing to do with what version of VZ-200 it will run on. All of our VZ programs will run on any Australian VZ-200 or VZ-300 with the appropriate minimum RAM.

Game Hints

Anyone with any hint on how to achieve Hi-Scores (honestly) on one of OUR games should send it to the address on our catalogue. Remember, with adventures don't give too much away!

Letters answered

Dear Editor,

I have a question I would like answered. I have started writing and programming a "skiing game" but there is no way possible I can work out how to put random rocks on the slope, the rocks are letter O's. If you could help I would be most grateful.

Thanks

Simon Lee

Answer:

This can be done using the PRINT @ statement or POKE on the VZ-200. This routine should do what you require using POKEs as this is faster.

```
10 FOR I=1 to 100
```

This can be changed to suit the numbers of O's required.

```
20 POKE 28671+RND(512), 79
```

The first number is the byte above the start of video RAM. This number can be increased to make the O's print further down the screen. (Remember to reduce the RaNDom number by the same amount). 79 is the POKE number of 0.

```
30 NEXT I
```

Matthew Downie asks if the VZ-300 range of peripherals will work on the VZ-200 and how often does this newsletter come out?

Yes, all VZ-300 peripherals will work on the VZ-200.

Our newsletter comes out as often as you make it come out. While we have had much positive correspondence about our newsletter, hints have been slow in coming. Thank you to those who have sent in hints, and please get writing all those who haven't.

Brett Meaney asks:

How do you input from joysticks on the VZ-200?

On the VZ-200 and VZ-300 the A=(INP(N)AND31) command is used to input from joysticks.

For the left joystick, N must equal 43 to input from the joystick and fire button. N must equal 39 to input from the arm button. To input the same from the right joystick N must be equal to 46 and 45 respectively.

The values returned to the variable A are as follows:

Value	Directors or buttons
26	Left & Up
25	Left & Down
22	Right & Up
21	Right & Down
30	Up
29	Down
27	Left
23	Right
15	Fire
15	Arm

****

Discount on "LEMONADE STAND" or "SPEED AND ACCURACY"

"Lemonade Stand" is one of our most absorbing games. "Speed and Accuracy" is one of our most helpful programs, essential to those new to keyboards. Unfortunately our customers have not taken advantage of these top quality low priced programs. So, until the next issue of this newsletter, you can receive $1.00 off the catalogue price of these programs upon request. Hurry, get your orders in now!

Post and Packaging

Australian customers please remember, with all orders under $12.00 to add $1.50 to cover post and packaging.

Overseas customers should add $A2.00 to any size order.

****

Address all letters to:

LYSCo,
P.O. Box 265,
Bunbury. W.A. 6230